MIDWAY

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GAME REFUGE

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SEGA™

SEGA SATURN™

T-9708H

RAMPAGE™
WORLD TOUR

MIDWAY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TV'S:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA SATURN™ COMPACT DISC

- The Sega Saturn™ compact disc is intended for use exclusively on the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- Keep your Sega Saturn™ compact disc clean. Always hold it by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at1-800-771-3772

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™SYSTEM.

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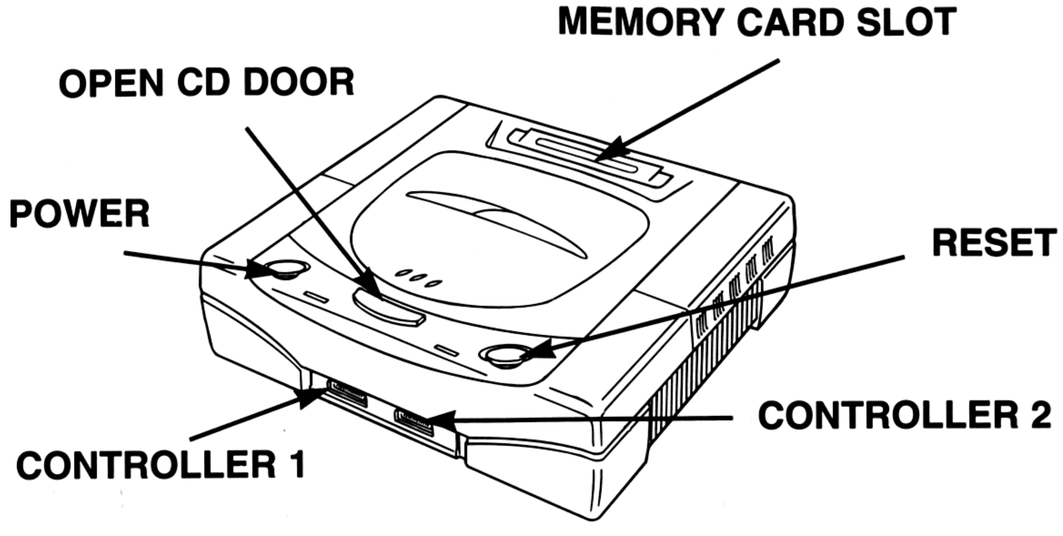
GETTING STARTED

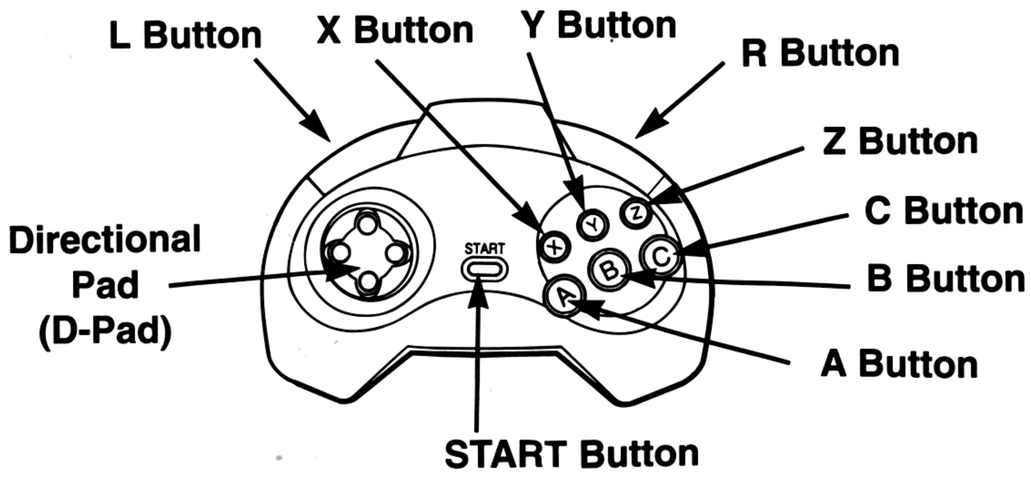
1. MAKE SURE THE POWER SWITCH IS OFF AND THERE IS NO CD IN THE SEGA SATURN SYSTEM.
2. OPEN THE UNIT AND INSERT THE CD GENTLY IN THE SEGA SATURN SYSTEM, CLOSE THE COVER AND TURN THE SYSTEM ON.



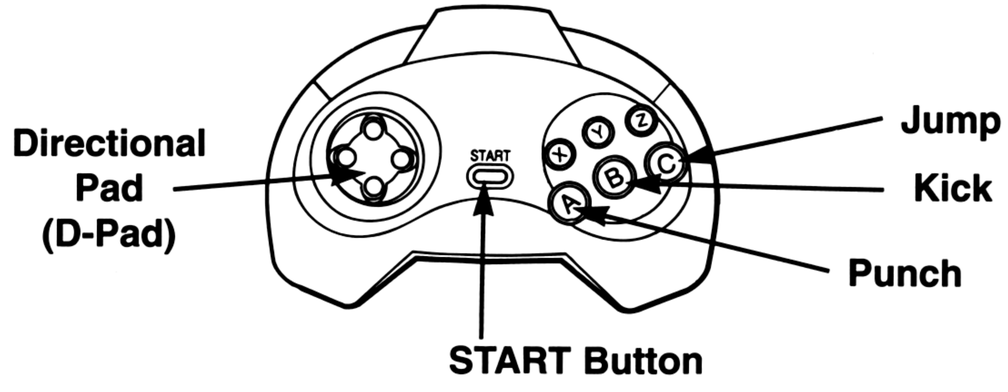
WHEN YOU POWER UP YOUR SATURN WITH A MEMORY CARD INSERTED, YOU'LL HAVE THE OPTION TO SAVE YOUR GAME DATA TO EXTERNAL OR INTERNAL MEMORY. HIGHLIGHT THE OPTION YOU WANT, THEN PRESS START.

SEE MEMORY CARD, PG. 10 FOR INFORMATION ON EXTERNAL MEMORY. IF YOU SELECT INTERNAL MEMORY, YOU'LL USE YOUR SATURN'S BUILT-IN MEMORY (SEE YOUR SATURN MANUAL FOR MORE INFORMATION ON INTERNAL MEMORY).

CONTROLLER



DEFAULT CONTROLS



NOTE: YOU CAN SELECT FROM FOUR OTHER CONTROLLER CONFIGURATIONS! SEE CONFIGURE CONTROLS, PG. 9, FOR DETAILS.

SPECIAL MOVES

FLIGHT

WHILE IN THE AIR, PRESS JUMP REPEATEDLY TO SUSTAIN FLIGHT.

DEFENSIVE KARATE STANCE

PRESSING THE DIRECTIONAL PAD DOWN AND JUMP SIMULTANEOUSLY TO DEFEND AGAINST BUDDY ATTACKS.

MENU SELECTIONS

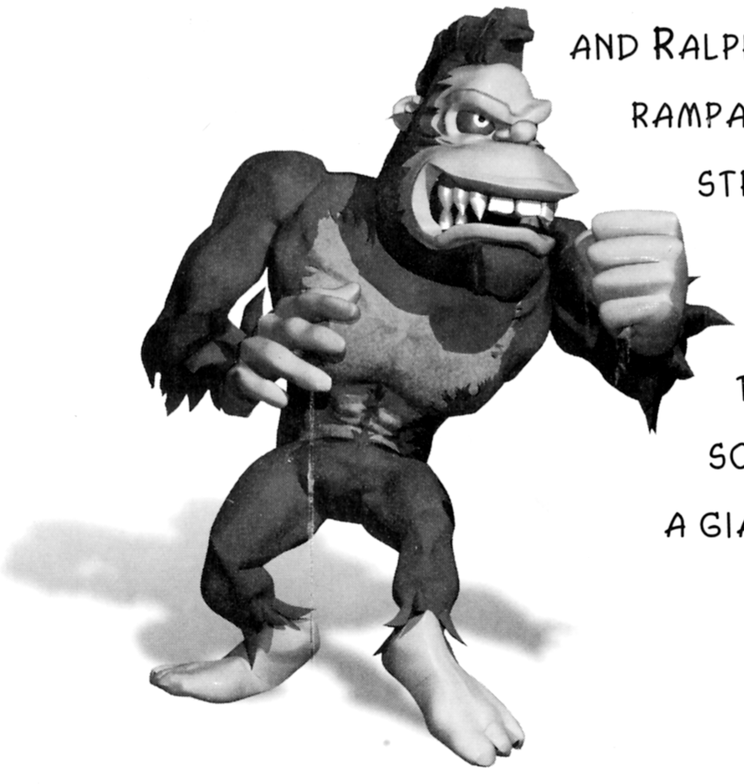
- DIRECTIONAL PAD UP, DOWN, LEFT OR RIGHT TO HIGHLIGHT OR CYCLE OPTIONS
- PRESS THE A BUTTON TO SELECT OPTIONS
- PRESS THE C BUTTON TO RETURN TO A PREVIOUS MENU.

TO QUIT A GAME IN PROGRESS, PRESS START. THE CONTINUE/QUIT MENU WILL APPEAR. SELECT "QUIT", THEN SELECT "YES" TO EXIT THE GAME, OR SELECT "CONTINUE" TO RETURN TO YOUR GAME.

WHAT'S THIS ALL ABOUT?

(THE STORYLINE!)

IT IS JUST BEFORE DAWN, IN THE SMALL ILLINOIS TOWN OF TOXIC HOLLOW. A DEDICATED EMPLOYEE OF SCUMLABS INTERNATIONAL, THE WORLD'S FOREMOST TOXIC WASTE RECYCLER, PLACES AN URGENT VIDEO CONFERENCE CALL TO THE HEAD OFFICE. JUST AS SCUMLABS RESEARCH TECHNICIAN DR. BETTY VERONICA BEGINS VOICING HER CONCERNS REGARDING PLANT SAFETY, AN EXPLOSION ROCKS THE BUILDING! A GARBLED E-MAIL TRANSMISSION TO THE PRESS REVEALS THAT ALTHOUGH THREE TECHNICIANS HAVE BEEN INADVERTENTLY EXPOSED TO VOLATILE TOXINS, THE GENERAL PUBLIC IS NOT AT RISK. THE THREE TECHNICIANS, KNOWN ONLY AS GEORGE, LIZZY AND RALPH, ARE NEXT SEEN RAMPAGING THROUGH THE STREETS OF DOWNTOWN PEORIA. PEORIA??! GEORGE HAS BEEN TRANSFORMED INTO SOMETHING RESEMBLING A GIANT APE.



LIZZY APPEARS TO BE A DINOSAUR (OF SORTS) AND RALPH, WELL, RALPH IS SOMETHING OUT OF A FREDDIE KRUEGER NIGHTMARE!

THE TRIO DESTROYS ONE BUILDING AFTER ANOTHER UNTIL THE ENTIRE CITY LIES IN RUINS. THEIR APPETITE WHETTED, THE CREATURES TURN THEIR ATTENTIONS TO THE NEXT CITY ON THE HORIZON... MEANWHILE, BACK IN WHAT'S LEFT OF THE LAB, DR. BETTY VERONICA GRIMLY ATTEMPTS TO DOCUMENT THE DEVASTATION. AS CITY AFTER CITY IS CRUSHED BENEATH THEIR MASSIVE FEET (PAWS? CLAWS?), A SUDDEN INSIGHT CAUSES VERONICA TO PHONE THE HEAD OFFICE WITH SOME UNPLEASANT NEWS: THE CREATURES' GOAL SEEMS TO BE TO WIPE SCUMLABS FROM THE FACE OF THE EARTH! SCUMLABS C.E.O., EUSTAS DEMONIC, REMAINS UNRUFFLED; EVEN SMILING AS WORD OF THE DESTRUCTION OF THE SCUMLABS EASTERN SEABOARD FACILITY REACHES HIS EARS.

"Making Toxic Waste Palatable" is not Scumlabs only business! There are a number of defense contract prototypes that he has been itching to test. (Not surprisingly, he is also rumored to have some heavy underworld connections.) And so it goes... the trio continues their rampage. The single minded (if dimwitted), relentless rampage to rid the world of Scumlabs International, versus, Eustas DeMonic's deadliest weapons of destruction,

With mankind smack dab in the middle!

MAIN MENU

Before you go stompin' and chompin', check out the following options and set up the game the way you want!

START GAME

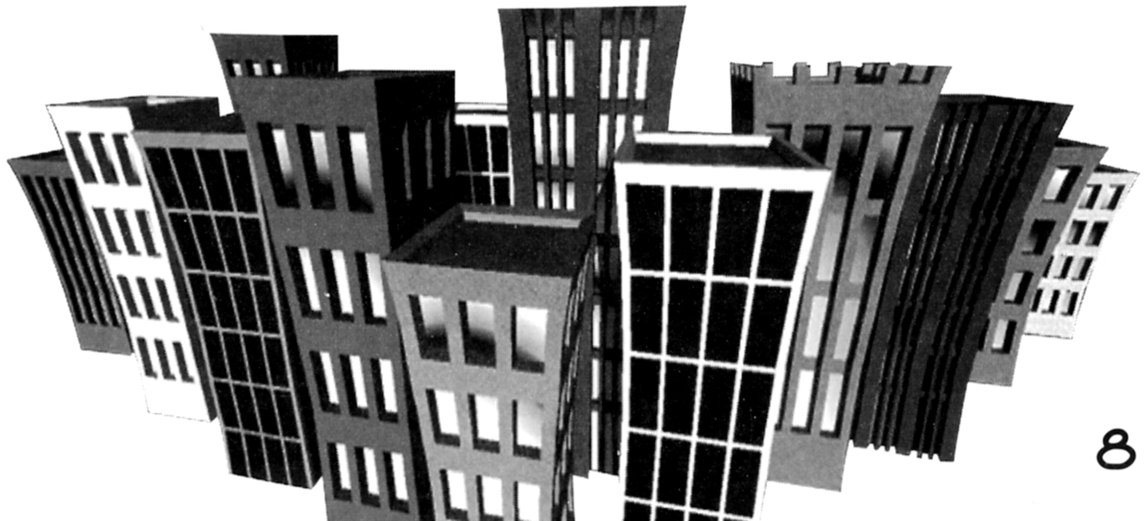
Select this option to go straight to the Monster Select Screen. Your World Tour is about to begin!

GAME MODE

Press the DIRECTIONAL PAD LEFT or RIGHT to cycle One Player or Two Players. In Two Player Mode, both players will team up to destroy everything in sight. This doesn't mean you can't give your buddy a kick or punch now and then to keep him on his toes!

CONTROLLER CONFIG

Select a controller configuration for Player 1 and Player 2. See CONFIGURE CONTROLS, next page, for more details.



CONFIGURE CONTROLS

RAMPAGE WORLD TOUR OFFERS 5 DIFFERENT CONTROLLER CONFIGURATIONS TO CHOOSE FROM. THE PROCESS IS NOT ROCKET SCIENCE, BUT WE'LL GO THROUGH IT ANYWAY. PRESS THE DIRECTIONAL PAD LEFT OR RIGHT TO CYCLE THE CHOICES. WHEN YOU FIND THE CONFIGURATION YOU LIKE, PRESS THE A BUTTON. OK, YOU'RE GOOD TO GO!

SFX VOLUME

IF THE SCREAMS OF TERRIFIED, INNOCENT CITIZENS GETS TO YOU, PRESS THE DIRECTIONAL PAD LEFT OR RIGHT TO REDUCE OR INCREASE THE SOUND EFFECTS VOLUME.

MUSIC VOLUME

AND, IF THE SCREAMS OF THE TERRIFIED POPULATION ARE TOO MUCH TO TAKE, YOU CAN ALWAYS DROWN THEM OUT WITH MUSIC. YEAH! PRESS THE DIRECTIONAL PAD LEFT OR RIGHT TO REDUCE OR INCREASE THE MUSIC VOLUME.

NOTE: IF YOU HAVE A MEMORY CARD INSERTED IN YOUR SATURN CONSOLE, YOUR MODIFIED CONTROLLER CONFIGURATION CAN BE AUTOMATICALLY SAVED FOR THE NEXT TIME YOU POWER UP AND PLAY THE GAME. COOL! SEE MEMORY CARD, NEXT PAGE..

MEMORY CARD

USE YOUR MEMORY CARD TO SAVE OPTION CONFIGURATIONS AND YOUR GAME IN PROGRESS. HERE'S HOW:

AUTO SAVE

DEFAULT IS DISABLED. SET THIS OPTION TO ENABLED TO LET THE GAME AUTOMATICALLY SAVE YOUR ACHIEVED LEVEL AND YOUR OPTION CONFIGURATIONS. GAMES ARE SAVED AT THE END OF A COMPLETED LEVEL.

RESTORE OPTIONS

SELECT THIS OPTION TO RESTORE YOUR SAVED OPTIONS FROM THE MEMORY CARD.

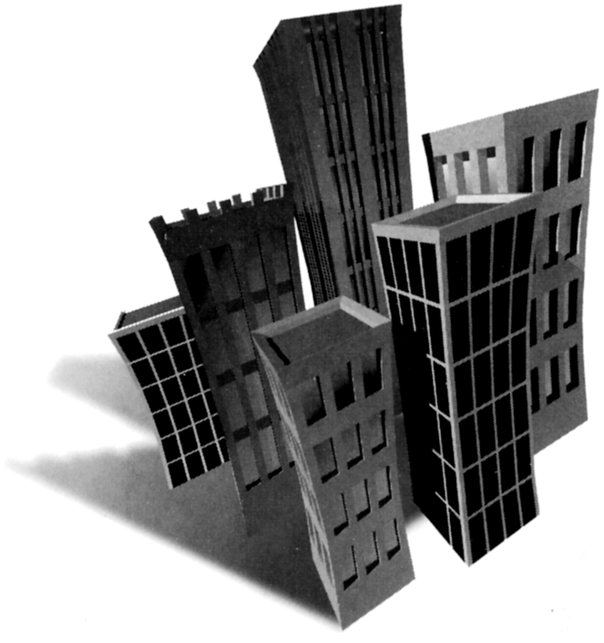
SAVE OPTIONS

AFTER YOU'VE SET THE GAME'S OPTIONS THE WAY YOU WANT, YOU CAN SELECT THIS OPTION TO MANUALLY SAVE THEM TO YOUR MEMORY CARD.

RESTORE GAME

WHEN YOU ENABLE THE AUTO SAVE OPTION, THE GAME WILL SAVE YOUR LAST COMPLETED LEVEL. SELECT THIS OPTION TO RESTORE YOUR GAME .

NOTE; AUTO SAVE MUST BE ENABLED TO SAVE A GAME.



WARNING

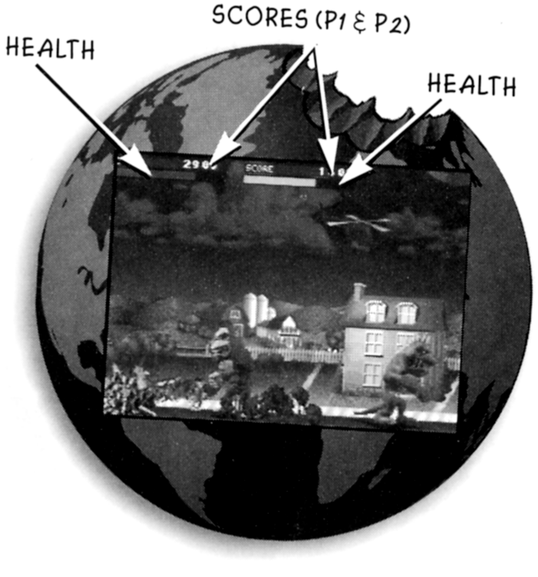
REMOVAL OF THE MEMORY CARTRIDGE WHILE THE SEGA SATURN'S POWER IS ON WILL CAUSE THE GAME TO CRASH AND MAY CAUSE DAMAGE TO THE MEMORY CARTRIDGE.

CHARACTER SELECT

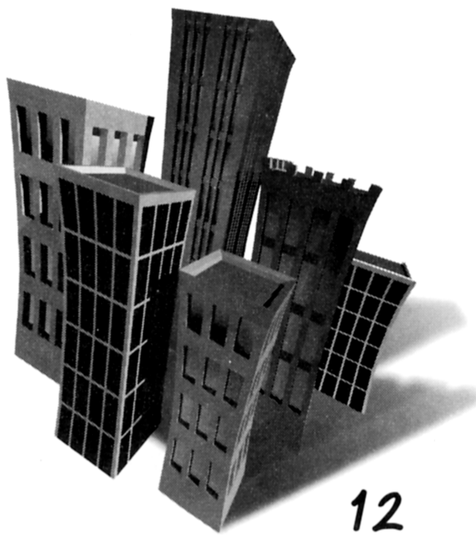
PRESS THE DIRECTIONAL PAD LEFT OR RIGHT TO HIGHLIGHT ONE OF THE 3 HAPPY MONSTERS. AS YOU HIGHLIGHT CHARACTERS, THEIR GOOFY FACES WILL APPEAR ON SCREEN. WHEN YOU'VE FOUND THE CHARACTER YOU WANT, PRESS THE A BUTTON TO SELECT.

AFTER YOU'VE SELECTED YOUR MONSTER, THE CITY SCREEN WILL APPEAR. IT WILL SHOW THE NAME OF THE CITY YOU NEED TO DESTROY ALONG WITH ANY OTHER SPECIAL INFORMATION YOU NEED TO KNOW BEFORE YOU CAUSE $MILLIONS$ IN DAMAGE!

THE MADNESS!



THE MAIN GAME SCREEN INFORMATION IS SIMPLE TO VIEW WHILE YOU DESTROY AND EAT. A SCORE AND HEALTH BAR ARE DISPLAYED ON SCREEN FOR EACH MONSTER. AS YOU GET PUMMELED BY BULLETS AND OTHER DANGEROUS PROJECTILES, YOUR HEALTH WILL DIMINISH. TO BOOST YOUR HEALTH, CONTINUE TO CHEW UP INNOCENT, RUNNING, SCREAMING CITIZENS. BUT REMEMBER, SOME THINGS COULD MAKE YOU PUKE OR DAMAGE YOUR HEALTH, SO BEFORE YOU EAT IT, SNIFF IT!

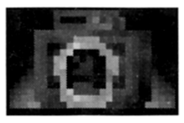


POWER UPS

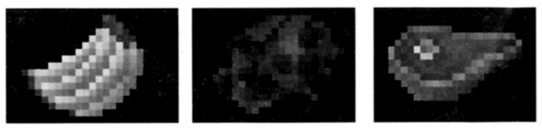
MORE TIME

WORLD TOUR

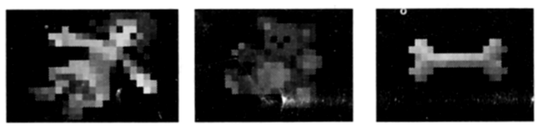
HOT LOOGIE



DEATH BREATH



MEGA FOODS



SECURITY BONUS

MORE POWER

HINTS

✓GOOD FOOD RESTORES HEALTH. BAD FOOD MAKES YOU PUKE. LOOTING EARNS POINTS!

✓LOOK FOR FOOD BEHIND OPEN OR UNUSUAL WINDOWS.

✓MOST SCUMLABS ARE ABROAD. SPIN FLAGS FOR WORLD TOUR.

✓EAT PURPLE OOZE TO MUTATE.

✓LET FIRES BURN DOWN BUILDINGS FOR YOU.

✓KEEP OUT OF DEEP WATER.

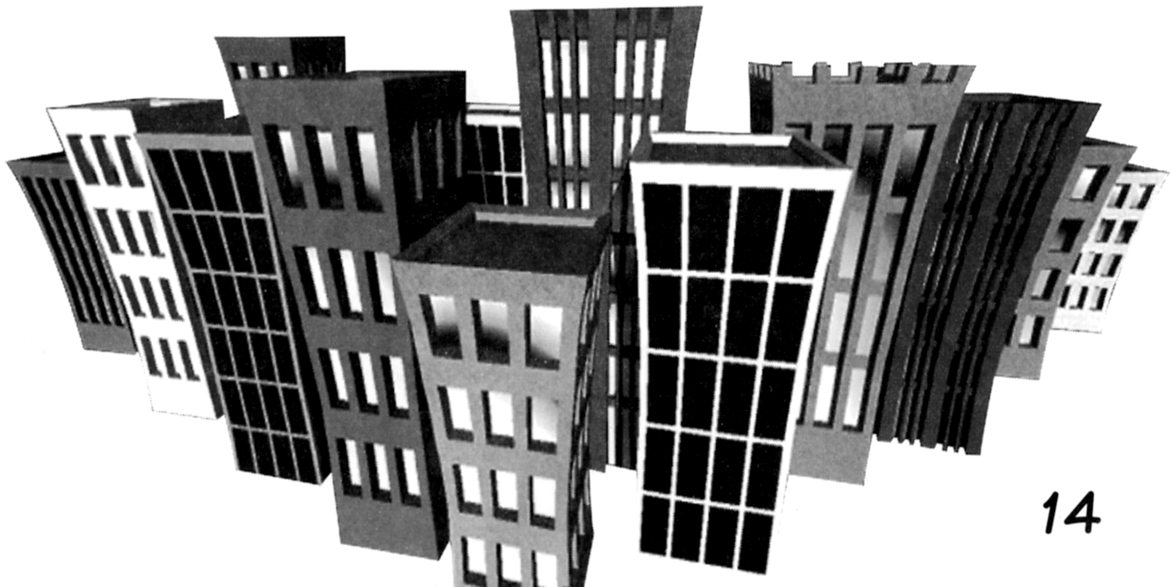
✓HOLD DOWN AND JUMP BUTTON TO BLOCK PLAYER ATTACKS.

✓HIT KICK BUTTON TO USE BONUS POWERS.

✓HOLD JOYSTICK DOWN AND HIT JUMP TO ROOFTOP STOMP.

✓TAPPING JUMP WHILE IN THE AIR WILL SLOW YOUR DESCENT.

✓PUNCH LIKE MAD TO WIN A GRAPPLE!



CAST OF CHARACTERS

GEORGE, LIZZY & RALPH.
THE HEROES OF THIS SAGA!

DR. BETTY VERONICA.
THE SCIENTIST SEARCHING FOR THE TRUTH!

"V.E.R.N"
VIOLENT, ENRAGED AND RADIOACTIVE NEMESIS!

"BEELZEBORG"
SCUMLAB'S "URBAN PACIFICATION"
DREADNOUGHT!

"FLYING TOASTERS"
THE SCUMLAB
"AIRBORNE ASSAULT"
SQUADRON!

EUSTAS DEMONIC.
GREEDY SLEAZEBALL
WITH UNDERWORLD
CONNECTIONS!

DESTRUCTION POINTS

EACH TIME YOU DESTROY A CITY, THE SCORING SCREEN WILL BRIEFLY APPEAR WITH AN UPDATE OF YOUR MONSTER'S DESTRUCTION POINTS. SCORES ON THE CHALKBOARD ARE ACCUMULATED AND GIVEN IN THESE FIVE CATEGORIES:

PROPERTY DAMAGE

YOUR DAMAGE POINTS ARE MULTIPLIED BY *100* AND ADDED TO YOUR SCORE.

PEOPLE

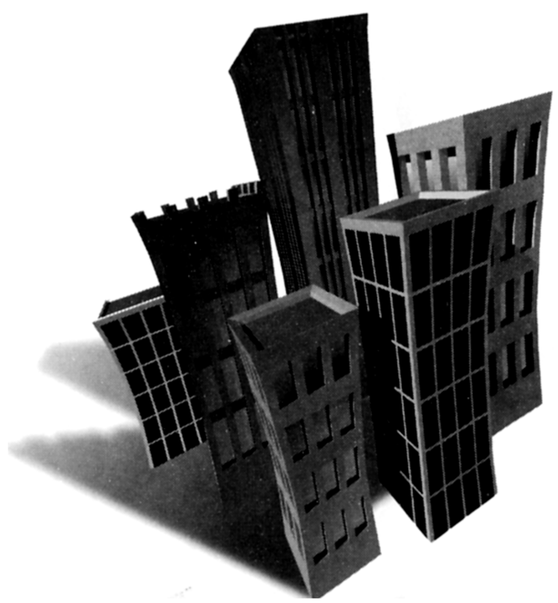
THE MORE PEOPLE YOU EAT, THE HIGHER YOUR SCORE. PEOPLE POINTS ARE MULTIPLIED BY *200* AND ADDED TO YOUR SCORE.

FOOD

WHEN YOU MANAGE TO EAT SOME REAL FOOD, YOUR FOOD SCORE WILL BE MULTIPLIED BY *500* AND ADDED TO YOUR SCORE.

VEHICLES

DESTROY VEHICLES AND YOUR SCORE WILL BE MULTIPLIED BY *1000* AND ADDED TO YOUR TOTAL.



BUDDY BASHING

IF YOU HAVE ANY SPARE TIME WHILE SMASHING CITIES, GIVE YOUR BUDDY A SMACK OR TWO! IT'S NOT WORTH ANY POINTS, BUT AT LEAST YOU CAN BRAG A BIT IF YOU HIT HIM MORE THAN HE HITS YOU!

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